



FALLOUT 5E

WASTELANDER'S GUIDE

INSPIRED BY

“FALLOUT: A POST NUCLEAR ROLE PLAYING GAME”

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[Version 3]

-WELCOME TO THE WASTELAND-

You have traveled far from Faerun, haven't you? Welcome to the world of Fallout! This series was originally published by Interplay in 1997 with the original action RPG “Fallout: A Post Nuclear RPG”. With this helpful guide, I hope to provide an endless adventure in the ruin of Post-War United States.

-CHAPTER 1: RACES-

GHOUL: THE UNFORTUNATE SURVIVORS

After suffering the pain of nuclear fire burning your flesh off, you may have the misfortune of becoming a ghoul. Ghouls live in constant discrimination from the majority of humans for their “zombie”-like visage.



ABILITY SCORES: Con +3, Cha -2

SIZE: Medium

SPEED: 30ft.

AGE: Ghouls seemingly do not age; they appear to be as old as they were when they mutated.

ALIGNMENT: Ghouls are simply humans who have had a run of bad luck. They do not typically lean towards good or evil, but many have a cynical nature that causes them to be more chaotic than most wastelanders.

SIZE: Ghouls vary widely in height and build, from barely 5 feet to well over 6 feet tall. Ghouls typically weigh between 10 and 30 pounds less than when they were human.

DARKVISION: Being a ghoul isn't all that bad; you have superior vision in dark and dim conditions. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

GHOULISH: After years of high radiation exposure, you have gained immunity to Radiation (necrotic) Damage.

FERAL STRUGGLE: At levels 5, 10, and 15 the player must make a Feral save. This save DC is equal to the player's level. On a successful save, nothing happens. On a failed save, the player will be turned into a Feral Ghoul in a span decided by the DM. This span of time must be no longer than 6 in game months but no shorter than 1 in game hour. This transformation is not treatable nor curable.

LANGUAGES: You can speak, read, and write in Common and one other language.

HUMAN: THE ONES WHO ROSE FROM ASHES

After the bombs fell in 2077, humanity survived in massive underground shelters called Vaults. When the dust of war had settled, humanity came out of the ground to reclaim the remnants of a destroyed world. Many humans can trace their lineage to the Vaults.



ABILITY SCORES: Choose any two +2

SIZE: Medium

SPEED: 30ft.

AGE: Humans reach adulthood in their late teens and live less than a century.

ALIGNMENT: Humans tend toward no particular alignment. The best and the worst are found among them.

SIZE: Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

LANGUAGES: You can speak, read, and write in Common and one other language.

MR. HANDY: THE PERFECT SERVANT

In the year 2037, General Atomics International released the first domestic robot for the general masses. These multipurpose robots have been commonly used in homes, hospitals, and even the military.

ABILITY SCORES: Int +1, Cha +1

SIZE: Medium

SPEED: 25ft.

AGE: A Mr. Handy has a 500 year warranty. But does it really?

SIZE: A Mr. Handy's metal body is made of a 3-foot diameter sphere with 3 arms that float 3 feet off the ground. They weigh 120 pounds.

LANGUAGES: You can speak, read, and write in Common and one other language.

BUILT TO LAST: At level 5, 10, and 15 the player must make an Expiration save. This save DC is equal to the player's level. On a successful save, nothing happens. On a failed save, the player will fall to pieces in a span decided by the DM. Must be no longer than 6 in game months but no shorter than 1 in game hour. The character may be repaired over a 72-hour period with a DC-24 INT check.

HANDY: You gain proficiency in any 3 skills of your choice.

ARMS!: Your 3 arms are versatile tools for completing everyday tasks, but they can also be much more. During a short rest, you can replace one of your hands with any weapon that does not have the Heavy property. This new attached weapon gains +1 to attack rolls.

YOU ARE A ROBOT: As a robot, you are immune to disease. You do not need to eat or breathe. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

FIX ME UP: You do not heal like other races. Normal healing items do not work for you. You can be healed by a Robot Repair Kit.
[See Chapter 8: Gadgets & Misc. Items]

SUPER MUTANT: THE EXPERIMENT GONE WRONG

As the Great War progressed, the U.S. Government began to experiment on soldiers to make them immune to chemical weapons. While this experiment worked, it came with some interesting side-effects, namely a series of giant muscular monsters.

ABILITY SCORES: Str +2, Con +1, Int -2

SIZE: Medium

SPEED: 30ft.

AGE: Super Mutants have an average lifespan of about 200 years after being mutated from a human.

SIZE: Super Mutants are usually over 7 feet tall and weigh between 300 and 350 pounds.

LANGUAGES: You can speak in Common. You cannot read unless you have an Int Score of 16 or higher.

GREEN & MEAN: You gain proficiency in the Intimidation skill.

SUPER ATTACK: When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

FEV: The Forced Evolutionary Virus has made you a perfectly healthy specimen. You are immune to disease and poison damage.

-CHAPTER 2: FACTIONS & BACKGROUNDS-

FOLLOWERS OF THE APOCALYPSE

SKILL PROFICIENCIES: Medicine, Insight

TOOL PROFICIENCIES: One choice of two: Healer's Kit, Alchemist Supplies

EQUIPMENT: 1 set of Follower's Garb, 1 Energy Pistol or Simple Ranged Weapon, 3 Stimpaks, 30 Caps

MANY MENTORS: When you attempt to learn or recall a piece of lore, if you do not know that information, you can think back to one of your many mentors you would have had from back home with the Followers who is an expert of this piece of lore. Your DM can decide who this expert is and where they can be found.

RAIDER

SKILL PROFICIENCIES: Intimidation, Survival

TOOL PROFICIENCIES: Once choice of either: Thieves' tools, Alchemist's supplies

EQUIPMENT: Raider Rags, 1 Simple Weapon, 5 caps, 1 Jet, 1 Psycho

CHEM JUNKIE: Jet, Psycho, and Med-X, oh my! You have a vast knowledge of Chems and where to find them. You have advantage when recalling knowledge about Chems or finding a Chem dealer.

TRIBAL

SKILL PROFICIENCIES: Survival, Nature

TOOL PROFICIENCIES: Once choice of: Weaver's Tools, Musical Instrument

EQUIPMENT: Tribal Garb, 1 Simple Weapon, 5 Healing Powder, Tribal Rations/7 days, 3 Throwing Spears, Hide Armor.

NATURAL KNOWLEDGE: Living outside of civilization has made you one with nature. You always know the direction of north and know how to keep meat fresh for up to 2 weeks without refrigeration.

VAULT DWELLER

SKILL PROFICIENCIES: Choose Two: Athletics, Stealth, History, Medicine, Persuasion

TOOL PROFICIENCIES: One choice of any Tool Kit

EQUIPMENT: Vault Suit, 1 Improvised Weapon, 20 Caps.

VAULT SMARTS: You are very familiar with the layout of Vaults. When investigating vaults, you have advantage when searching for specific rooms in a vault. (Example: Cafeteria, Security Room, Overseer's Office)

WASTELANDER

SKILL PROFICIENCIES: Survival, Perception

TOOL PROFICIENCIES: One choice of two: Cook's Utensils, Sewing Kit

EQUIPMENT: Wastelander Garb, 1 Simple weapon, 1 Martial Ranged Weapon, Wasteland Rations/7 days, 1 Rad-Away, 30 Caps

PROSPECTING: You have intimate knowledge of finding "diamonds in the rough." You have advantage on Investigation checks when searching for Caps.

-CHAPTER 3: FEATS-

ANIMAL FRIEND

You gain proficiency with the Animal Handling skill. If you already have proficiency, your proficiency bonus is doubled.

CANNIBAL

You are an absolute monster. Hardly even human. Although humans are certainly tasty! As an action, you can consume human flesh to regain an extra hit die during a short rest. At level 10, you regain extra 2 hit die.

CHEMIST

Chems are the BEST! Chems affect you for twice as long as they normally do.

FLOWER CHILD

Chems aren't that bad maaan... When resisting addiction, you can roll with advantage on your constitution saving throw but addictive Chems only last half as long.

HEALING GLOW

Prerequisite: Ghoul

When taking a short rest within 30ft. of a source of radiation, you heal 1 extra hit die.

HEAVE HO!

You got a pretty wild throwing arm. You are now able to throw weapons and other objects an additional 10 ft.

HEAVY HITTER

When you crit with an unarmed attack, your damage is doubled.

LEAD BELLY

A little radiation never hurt anyone, right? When consuming irradiated food or drink, you take no Radiation (necrotic) damage.

MISTER SANDMAN

When attacking an unconscious creature, your damage die is doubled.

PIP-BOY

Prerequisite: Pip-Boy Item

Congratulations! You have obtained a S.P.E.C.I.A.L. gift. A Pip-Boy! This device acts as FM Radio, Flash Light, Map and information storage device. It can also be used to access certain Vault-Tec computers. You are also able to use the Vault-Tec Assisted Targeting System. Once per short or long rest, a player may use VATS to gain advantage on their attack roll. If a player has the Vault Dweller Background or a INT score of 18 or higher, the player can use VATS twice per short or long rest.

PURIFIER

You deal an extra 1d6 whenever you deal damage to Monstrosities.

PYROMANIAC

Honey, I don't want to set the world on fire. Oh wait! Yes, I do! You now deal an extra 1d6 fire damage whenever you deal fire damage.

RAD CHILD

Prerequisite: Ghoul

You are not only immune to radiation, you are healed by it. Whenever you attacked with radiation (necrotic) damage, you are healed that amount.

SNAKE EATER

Your extreme dietary habit of eating things you probably shouldn't, seems to have actually help you. You are resistant to poison damage.

TERRIFYING PRESENCE

You gain proficiency with the Intimidation skill. If you already have proficiency, your proficiency bonus is doubled.

VIGILANT RECYCLER

You can take the last bit of charge from your energy cells and make them last a bit longer. During a short rest, you can take 5 depleted energy cells and create 1 fully charged energy cell.

-CHAPTER 4: CONDITIONS-

RADIATION POISONING

When you are exposed to high amounts of radiation (necrotic damage) without treatment, you can be made to make a Rad Check and roll a Con Save. When you fail this save, you are raised to the next Rad Level. On a failure of DC 5, you reach Rad Level 1. The DC increases to 10 at Rad Level 2 and to 15 at Rad Level 3. Once the player fails the DC15 Rad Check of Rad Level 3, they become Ghoulified.

GHOULIFICATION

After Failing the DC 15 of Rad Level 3, this character must replace their race to Ghoul with their Racial Abilities Replaced with Ghoul Racial Abilities.

ADDICTION

After each use of an addictive Chem, a player must make a DC 12 constitution saving throw to determine if they will become addicted. On a failed save, the player now be affected by a Withdrawal Symptom (determined by a d6 roll) until the player is cured of addiction. On a Critical Fail, the player gets 2 Withdrawal Symptoms. A player can be cured by a doctor, Adictol, or waiting 1 in game month without using any kind of chem. Withdrawal Symptoms can be delayed if you continue to take any addictive chem. If you become addicted to more than one Chem, the Symptoms stack.

STRENGTH	<i>The use of Chems has created weakness in your muscles, and makes it difficult for you to control your body's movements. You have a -1 to your Strength modifier, and disadvantage on Strength and Athletics checks.</i>
DEXTERITY	<i>After stopping use of Chems, your body has begun to experience tremors. Your hands shake, and you are no longer able to hide it. Your Dex modifier takes a -1 and you have disadvantage on any Attack rolls. In addition, your shaky footing makes it difficult to perform any Dexterity-related skills, and you have disadvantage on those rolls.</i>
CONSTITUTION	<i>Withdrawal leaves you with cravings and pains. You are never satiated when eating, and food feels entirely unfulfilling. During the course of the day, the DM can force you to make random Constitution saving throws [DC15], and a failure will do you 1d4 damage. Your Constitution modifier gets -1 and you have disadvantage on Constitution skill checks.</i>
INTELLIGENCE	<i>Your memory and cognitive functions are starting to fail you. The DM can impose a state of Confusion on your character at their discretion, and your Intelligence modifier takes a -1. In addition, you have disadvantage on History, Arcana [Tech], Investigation and Perception checks as your eyes have become sensitive to light and colors.</i>
WISDOM	<i>Your thoughts have become disjointed and jumbled. You cannot create coherent ideas, and your ability to read people and situations takes a hit. Your Wisdom modifier goes down -1 and you have disadvantage on all Wisdom skill rolls. In addition, you have nightmares, and the DM can impose Exhaustion and/or Madness at their discretion.</i>
CHARISMA	<i>Thanks to the Chem, your drug-addled brain has difficulty understanding the difference between friend and foe, and you begin to see a conspiracy within interactions. Paranoia causes you to have a -1 to Charisma modifier, and you have disadvantage on any skill checks that use Charisma.</i>

-CHAPTER 5: CHEMS-

BUFFOUT

Chem, Addictive, Common

0.5 lbs.

This highly addictive over the counter pain killer can help you in a pinch. You gain 1d6 temporary hit points.

CATEYE

Chem, Uncommon

0.5 lbs.

When consumed, you gain 60ft. of darkvision for 1 hour.

FIRE ANT NECTAR

Chem, Addictive, Uncommon

0.5 lbs.

When consumed, this bitter substance from the thorax of the Giant Fire Ant can help you not burn to death. You gain resistance to fire damage for 1 hour.

FIXER

Chem, Uncommon

0.5 lbs.

Sometimes you just need to get rid of the itch. When consumed, this chem removes 1 Withdrawal Symptom for 1d4 days.

JET

Chem, Addictive, Uncommon

0.5 lbs.

When inhaled, this amphetamine gives you a rapid burst of energy. For 1d4 rounds, your speed is doubled and you gain 1 extra bonus action.

MED-X

Chem, Addictive, Common

0.5 lbs.

When injected, this powerful steroid can boost your body's natural damage resistance. For 1d6 rounds, you gain +2 to your AC.

PSYCHO

Chem, Addictive, Uncommon

0.5 lbs.

When injected, this instant adrenalin rage gives you 1d6 to add to all damage rolls for 1 minute.

RAD AWAY

Chem, Common

0.5 lbs.

During a long rest, the contents of this IV bag can be used to heal 1 level of Radiation Poisoning.

RAD-X

Chem, Uncommon

0.5 lbs.

When consumed, you gain resistance to Radiation (necrotic) damage for 1 hour.

ROCKET

Chem, Addictive, Rare

0.5 lbs.

When inhaled, this amphetamine gives you a rapid burst of energy. For 1d8 rounds, your speed is doubled and you gain 1 extra bonus action.

STIMPACK

Chem, Common

0.5 lbs.

You heal 2d4+2 hit points when this syringe is injected into your vein.

SUPER STIMPACK

Chem, Rare

0.5 lbs.

You heal 8d4+8 hit points when this syringe is injected into your vein.

SLASHER

Chem, Addictive, Rare

0.5 lbs.

When injected, this instant adrenalin rage gives you 1d12 to add to all damage rolls for 1 minute.

-CHAPTER 6: WEAPONS-

GENERAL WEAPONS

This guide does not supply a resource for general weapons. Most weapons can be flavored from the weapons found on page 149 of the Player's Handbook. General fire arms can be found on page 268 of the Dungeon Master's Guide.

Although most of the weapons you will encounter will not be in this guide, you will still be graced with a few fun options to add to your arsenal.

LASER PISTOL

Firearm, Martial Weapon, Ranged Weapon, Uncommon

3d6 lightning - ammunition (30/120ft.), reload (50 shots)

2 lbs.

LASER RIFLE

Firearm, Martial Weapon, Ranged Weapon, Uncommon

3d8 lightning - ammunition (100/300ft.), reload (30 shots) two-handed

7 lbs.

FAT MAN

Firearm, Martial Weapon, Ranged Weapon, Explosive, Rare

15 lbs.

As an action, a character can launch a small nuclear explosive device at a point up to 120 feet away. Anyone within a 30ft. radius must make a DC 18 Dexterity saving throw, taking 4d10 necrotic damage on a failed save, or half as much damage on a successful one.

CRYO GUN

Firearm, Martial Weapon, Ranged Weapon, Uncommon

3d8 cold - ammunition (20/40ft.), reload (3 shots) two-handed

7 lbs.

When a target takes damage from this weapon, they must make a DC 15 Constitution Save. On a failed save, the target's movement is reduced by 10.

PEPPER SPRAY

Martial Weapon, Ranged Weapon, Uncommon

1d4 Acid - (5/20ft.)

0.5 lbs.

When a target takes damage from this powerful spray, the target must make a Constitution saving throw where the DC is 10 + your medicine modifier. On a failed save, the target is blinded for 1d4 rounds. After use, this weapon cannot be used again.

PLASMA GRENADE

Explosive, Rare

5d6 fire 1d4 necrotic (60ft.)

1 lbs.

As an action, a character can throw a grenade at a point up to 60 feet away. Each creature within 20 feet of an exploding plasma grenade must make a DC 15 Dexterity saving throw, taking 5d6 fire damage and 1d4 necrotic on a failed save, or half as much damage on a successful one.

POWER FIST

Martial Weapon, Melee Weapon, Rare

1d10 bludgeoning

10 lbs.

When a target takes damage with this weapon, roll a 1d4. On a 4, you push the target back 5ft.

SHISHKEBAB

Martial Weapon, Melee Weapon, Rare

1d8 slashing - versatile (1d10)

7 lbs.

You can use a bonus action to pull the trigger, causing flames to erupt from the blade. These flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to pull the trigger again or until you drop or sheathe the sword.

-CHAPTER 7: ARMOR-

WASTE LEATHERS

Light Armor, Common

AC 11+ DEX

10 lbs.

Even if it's hot in the desert heat, it might help the next time a raider tries to stab you. This armor is typically made of stitched together scraps of hardened leather and cloth.

SCRAP ARMOR

Light Armor, Common

AC 12+ DEX

13 lbs.

This might be enough to stop a bullet? This armor is made of a combination of leather and scavenged scrap metal.

STEEL ARMOR

Medium Armor, Common

AC 14+ DEX

20 lbs.

If scrap won't stop a bullet, you are pretty sure this will. This forged set of dull heavy armor covers your chest and stomach area to protect your vital organs.

COMBAT ARMOR

Medium Armor, Uncommon

AC 15+ DEX (max 2)

40 lbs.

Whether you are with the NCR, Legion, BOS, or scavenged this armor off a skeleton, this is the standard for most soldiers.

The wearer has disadvantage on Stealth (Dexterity) checks.

ADVANCED COMBAT ARMOR

Heavy Armor, Uncommon

AC 18

65 lbs.

Whether you are with the NCR, Legion, BOS, or scavenged this armor off of a skeleton, this is armor for the elite faction soldiers.

The wearer has disadvantage on Stealth (Dexterity) checks.

If the wearer has a Strength score lower than 15, their speed is reduced by 10 feet.

RADIATION SUIT

Medium Armor, Rare

AC 11+ DEX

20 lbs.

While wearing this lead lined suit, you are immune to radiation (necrotic) damage. However, if you take any amount of piercing or slashing damage, you become resistant to radiation (necrotic) damage. The suit can be repaired during a short rest with a DC 15 Intelligence check.

STEALTH SUIT

Light Armor, Rare

AC 12+ DEX

15 lbs.

While wearing this armor, you can spend an action gain advantage on stealth checks for 1 hour. This ability cannot be used again until the end of the next 24 hours.

POWER ARMOR

Very Heavy Armor, Legendary

AC 20

350 lbs.

Prerequisite: Power Armor Training

To enter or exit this armor takes 12 seconds. When wearing this armor, your speed is reduced to 20ft, your Strength is increased to 22 (+6), you gain advantage on Intimidation checks, resistance to bludgeoning, slashing, and piercing damage, and are immune to radiation (necrotic) damage.

-CHAPTER 8: GADGETS & MISC. ITEMS-

2-WAY RADIO

Uncommon

As an action, you can use this device to contact another 2-Way Radio on the same frequency. Maximum of 15 words per action.

AUDIO RECORDER

Uncommon

As a free action a button is pushed to record all sounds within 30 feet for up to 1 hour. This audio can be played back as a free action.

COMIC BOOK

Uncommon

Once a wonderful article of entertainment, now can give you the inspiration you need to survive. After reading over a short rest, you gain a 1d6 inspiration die to use at any time before your next long rest. This item can only be used this way once, but it can be read again for personal enjoyment.

FLASH LIGHT

Common

As a bonus action, this device can be turned on to cast a 60ft. cone of light.

FM RADIO

Common

As a free action, this device can be turned on to enjoy local FM radio broadcasts.

G.E.C.K.

Legendary

The Garden of Eden Creation Kit, is a briefcase shaped device that was given to a select few Vaults. As an action, this device can be planted on any land. Upon activation, this device cleanses all land within a 10 mile radius of radiation and makes the soil optimal for plant growth.

GEIGER COUNTER

Uncommon

As an action, this device can be used to tell the direction of a source of radiation within 30 ft.

JIMMY HAT

Common

Wrap it before you tap it! This useful health item is used to prevent pregnancy and sexually transmitted diseases.

LOADED DICE

Uncommon

When found, the player can decide on a number from 2 to 12. This pair of dice will always land on that number.

“MAGIC” 8-BALL

Uncommon

This “Magical” artifact can be asked yes or no questions. Roll a d20. Even numbers will give a variation of a yes answer. Odd numbers will give a variation of a no answer. 1 and 20 will give a variation of a maybe answer.

REBREATHER

Rare

When worn, this mask allows you to breath under water.

ROBOT REPAIR KIT

Uncommon

This kit is filled with basic replacement parts for robots. As an action, the parts in this kit are used to heal a Mr. Handy 2d4+2 hit points. Alternatively, this kit can give a +2 bonus when repairing broken electric devices.

STEALTH BOY

Rare

When activated as an action, this device will turn the user invisible for 1 hour. Anything you wear or carry is invisible with you. You cannot use this item again until the end of the next 24 hours.

VAULT-TEC BOBBLE HEAD

Legendary

When a character is in possession of this bobble head, they gain +2 to one Ability Score. This Ability Score is chosen by the DM when the Bobble Head is found.

-CHAPTER 9: VEHICLES-

BRAHMAN CART

Common, Refuel (every long rest), HP (60)

These two headed cows have become an essential pack animal in the wasteland. Brahman carts can carry up to 500 lbs. and up to 2 passengers. This vehicle moves at a top speed of 10 miles per hour.

JUNK CAR

Uncommon, Refuel (60 miles), HP (120)

This fossil fuel powered vehicle is commonly used by Raiders to travel short distances for scouting missions or as get away vehicles. Junk Cars can carry 200 lbs. and up to 4 passengers. This vehicle moves at a top speed of 30 miles per hour.

ATOMIC CAR

Rare, Refuel (120 miles), HP (160)

This atomic powered vehicle was once a common necessity for every American. Now it's a miracle to get one running. Atomic cars can carry up to 100 lbs. and up to 4 passengers. This vehicle moves at a top speed of 60 miles per hour.

-CHAPTER 10: THE SHOP-

FOOD & DRINK

Poor Meal	5c
Decent Meal	10c
Grand Meal	20c
Water	1c
Beer	3c
Nuka Cola	5c
Sunset Sarsaparilla	5c
Tequila	4c
Whisky	4c
Wine	5c

CHEMS

Buffout	10c
Cateye	50c
Fire Ant Nectar	50c
Fixer	50c
Jet	25c
Med-X	30c
Psycho	35c
Rad Away	30c
Rad-X	20c
Rocket	60c
Stimpack	30c
Super Stimpack	80c
Slasher	70c

WEAPONS

Automatic Rifle	100c
Automatic Pistol	40c
Hunting Rifle	80c
Musket	30c
Pistol	20c
Revolver	40c
Shotgun	60c
Laser Pistol	125c
Laser Rifle	150c
Fat Man	300c
Cryo Gun	200c
Pepper Spray	20c
Plasma Grenade	30c
Power Fist	175c
Shishkebab	200c

ARMOR

Waste Leathers	40c
Scrap Armor	80c
Steel Armor	140c
Combat Armor	200c
Advanced Combat Armor	300c
Radiation Suit	500c
Stealth Suit	1,500c
Power Armor	3,000c

VEHICLES

Brahman Cart	100c
Junk Car	500c
Atomic Car	2,000c

GADGETS & MISC. ITEMS

2-Way Radio	60c
Audio Recorder	70c
Comic Book	20c
Flash Light	15c
FM Radio	75c
G.E.C.K	50,000c
Geiger Counter	150c
Jimmy Hat	3c
Loaded Dice	30c
"Magic" 8-Ball	15c
Rebreather	100c
Robot Repair Kit	40c
Stealth Boy	125c
Vault-Tec Bobble Head	500c